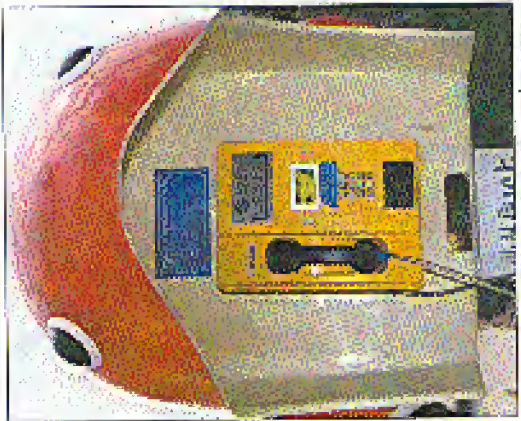


## Strange Looking Foreign Phones



Lanzhou, China. Some people spend hours trying to figure out where to put the coins or card.

Photo by Lawrence Stoskepl



Jinan, China. This one looks like a clear winner from "Barney and Friends."

Photo by Lawrence Stoskepl



Reykjavik, Ireland. Not the worrying about surveillance cameras in case you're coast-jumping engaging in any funny business.

Photo by Kingpin



Slovenia. This designer design never would have been afforded in the days of No.

Photo by Robert Vargason

Come and visit our website and see our vast array of payphone photos that we've compiled! <http://www.2600.com>

# 2600

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"I think any time you expose vulnerabilities it's a good thing" - United States Attorney General Janet Reno, May 2000 in response to security breaches uncovered by federal agents.

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# Direction

One thing we can say about the year 2000 with some certainty is that it wasn't boring. If you didn't get a sense of excitement, you probably weren't paying attention. And not paying attention in this day and age is a real tragedy. Forget about the Y2K fiasco. Forget about the election absurdity. These were just mass media hearings, more publicists for our first election spree. The events of consequence, those with one meaning... you had to look for the number. But they were most definitely there.

It was the year Kevin Mitnick finally got out of prison. But it wouldn't be the year the authors left him alone. That would come until 2003 - we hope. Despite being out from behind bars since January, virtually the entire year has been a struggle - not being permitted to use many essential items of technology, not being allowed to get a decent job, not being allowed to travel, not being allowed to give lectures on computer security. Recently, Mitnick was threatened with being sent back to prison for trying to participate in our H2K conferences over his phone from his house! Yes, he was released from prison in 2000. But was he FREE? No way.

It was also the year of the Internet. Many of them. Not just those involving us, although we certainly had a record-setting year. There were, of course, the Napster and MP3 issues. Years too late, the recording industry finally realized that the music nemurphy they had would not last for ever. Their lack of insight is overshadowed only by their future insistence of using bullying tactics to get their way and head onto that which was never theirs to begin with. In 2000, individuals stood up to unlikely corporate shoguns with names like Metallica and founded their fan consumer are the ultimate authority on how an industry will function - or else they get it together enough to take control. It will never be possible to prevent people from sharing music, not should it be. The recording industry was made to realize in 2000 that the old ways no longer work. That idea is what they were to continue to try and insist that they do work in 2001 and beyond. But many of us have now seen the potential of "open source" music and hopefully we'll see that to open doors for thousands of new artists as well as consumers.

The outrageous new cancer which made its presence felt in 2000 was of course the Digital Millennium Copyright Act. The DMCA is what was

used against us in the DVD lawsuit. It was also used by Metallica's war letter and silence people who had figured out how to "circumvent" their H2K lawsuit. A very popular means of individual empowerment. This scary piece of legislation, which everyone in the government seemed to support, makes it possible for the corporate powers to continue their domination of technology, business, and even art by simply making it illegal to not follow their oppressive and unreasonable rules.

Look at what we were dragged through this year. Surely for everyone on a program called EDCSS that was written by someone else which managed to defeat the insurance industry that prevented a DVD from being played on a Linux machine, we were treated as if we had gone out and picked up a virus. Correction: we were treated for years since there were people selling pirated products outside the court building for the entire duration of our trial and probably to this day without anything happening to them. It was never about piracy. The Motion Picture Association of America wanted to make sure they had control and that nobody, not hackers, not civil libertarians, not ordinary people in the street - dared to figure out how to challenge that control. Setting a pirated movie is nothing to them. Not selling people how the technology works is the real target. We learned that this year. And the DMCA will continue to be used against others who are only all people have things work, but people who figure it out themselves. That's right, the power of the DMCA was extended in October to encompass creation - in addition to distribution - of copyrighted works. We're in the same real battles in the years ahead. The first will be our attempt of the EDCSS case, scheduled to be heard this spring.

We were hardly limited to this one lawsuit. (Actually, we're currently involved with two cases involving the EDCSS - one was the suit filed by the MPAA, the other (still pending) filed by the DVD Copy Control Association in Santa Clara, California, which last we checked has no jurisdiction over us here in New York.) In the year 2000, we were threatened with lawsuits by NBC, CBS, Verizon, General Motors, Staples, the Guinness Book of World Records, and more simply for doing what we've been doing since 1984: publishing information and expressing our views. If you look through our older issues, you'll see that there's no substantial difference in

the type of information we publish now and when we printed our first issues years ago. So what has changed? Obviously there are more entities using high technology. These days so there is more to report on. These relative new comers believe they can force people to keep quiet about how their systems work and what their weaknesses are. We beg to differ. While the convoluted lawsuits like the DMCA make our job all the harder, it will take a lot more than that to keep us from expressing and sharing information.

A good many of this year's lawsuits threats came about because these corporations were convinced that laws like the DMCA, backed by global enforcers like the WTO and WIPO, gave them all the power they needed. Of the companies that threatened us because we had reproduced websites which criticized them, only Verizon was able to admit that it was indeed an issue of free speech. Meanwhile, thousands of "copyright infringement" cases are now being decided in a United Nations court which so far has been largely unresponsive to U.S. corporate giants. While it's clearly wrong to regulate a site for the sole purpose of selling it to a specific entity in a grossly inflated price, that's not what a large number of these cases have DNA about. We've seen sites forcibly removed over copyright lawsuits simply because their name was a part of the domain name. Examples include [www.civildisobey.com](http://www.civildisobey.com), and [www.spearsandwicks.com](http://www.spearsandwicks.com) - sites which clearly were expressive in nature. Yet, through twisted legal games awarded to the corporations as if criminals had actually become illegal.

We saw more mergers and takeovers in 2000 which resulted in some real transitions being made. For example, Bell Atlantic/GTE (Verizon), Time Warner/ABC (still pending but going likely), as well as a whole host of internet service providers being swallowed up. Every combination, no matter how good the spin, means less choice and less competition. As consumers we suffer and as individuals attempting to express ourselves or figure our technology - we really suffer.

The homesteading world also saw quite a few of these mergers and takeovers. A single company now owns more than 1000 radio stations in the United States. And they were right up there with the National Association of Broadcasters opposing the FCC's plan to finally introduce 10 to 100 year microbroadcasting stations for true community radio - as if these few stations were the real threat to the world of broadcasting. Again, free expression was seen as the enemy and successfully prevented from existing along with the corporate plans.

The reality of the hardships in preventing legal demonstrations at the Republican National Convention in Philadelphia and the Democratic National Convention in Los Angeles this August painted a vivid picture. Despite all of the power of the laws and the lawsuits and the mergers and the control - the people in charge are scared. They are utterly terrified of what independently thinking individuals can do if they so left alone. Call it guilt, call it paranoia. What we need to call it is opportunity.

An open society has no reason to fear its citizens. A closed and oppressive society, such as most nations, some schools, and all churches, feels the need to constantly monitor the people under its control and to do anything possible to quell rebelliousness and feelings of individuality. What have we seen in Unabomber American society in the past few years? More surveillance, more draconian laws and regulations, and more power being taken out of the hands of individuals. Whether it goes by the name of "Clinton" or the name of "Secret Service" agents infiltrating schools to pick out future Clinton candidates or the legislation that eliminates the need for any programs like search warrants. When drug involvement is suppressed, it's all part of the same strategy.

When they will never tell you - and what a regret every part of our society is designed to discourage - is that you person, one idea, one simple act of defiance can change everything. Sure, you will see all kinds of corporate slogans extolling "evaluation" and "thinking different" and you believe that consistency was invented by The Gap. But try applying your beliefs to science and see how quickly you'll be disavowed from being truly different.

We're not only living in interesting times, we're living in what may be the most interesting of all times. Technology and the rest used to actively control people together in ways that have never been done before. Artificial fantasies and controls are on the brink of extinction - thanks to innovative and intelligent applications of technology. With a populace that is informed, unshut out, and open to new ideas, the old-style oppression will be exposed almost as soon as it is applied.

We have some remarkable tools at our disposal. We cannot allow them to be degraded or any way, acquired by the biggest bidder, not distributed through openly. What happens next determines how the game will be played for a very long time. We have that power. Is it any wonder those who think they're in charge are so frightened?











# AN INTRODUCTION TO RADIO SCANNING

by Sam Morse  
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A common "police scanner" is one of the most potentially useful tools a technical enthusiast could have. Scanners have come a long way from bulky, crystal-controlled affairs with a handful of channels. Contemporary scanners fit in the palm of your hand, have a thrussed keyboard-programmable channel, and have wide-band frequency coverage from 130 KHz to 2 GHz. Certain models even have the ability to follow communications on trunked and systems used by government and business.

For the uninitiated, a scanner is a VHF-UHF communications receiver that has the ability to step through multiple channels or "scan," stopping on a frequency it detects traffic on. Scanners monitor frequencies used by government agencies, the military, public safety, emergency services, utility companies, businesses, and wireless telecommunications devices. Some of the more deluxe units even cover the "HF" shortwave region. While the use of digital communications systems and encryption is on the rise, there is still plenty of monitorable activity for the foreseeable future.

There's a lot of good equipment out there, and selection is pretty much a matter of personal preference and operational requirements. For those living in areas whose public safety agencies use a Motorola or SP-14 scanner trunked system, my recommendation would be the Uniden (Dearborn, MI) BC-255XLT "fourstacker." This handheld is an enhancement of the excellent BC-235XLT, which only was capable of monitoring Motorola systems. If you're looking for a really small wide-band unit with great audio, examine the Icom R-2. This unit has coverage from 500 KHz to 1300 MHz, various features, and a 1300 MHz channel selector. The Uniden BC-3300, Icom R-10, and Altron DL-X10 are also nice full-featured wide-band handheld units. There are also computer-controlled units such as the Winradio PCIR-1000, and Cybernetics Opticom. Hackers appear to be gravitating towards

the Icom PCIR-1000. The nice thing about the PCIR-1000 is that it has a built-in display for monitoring digital signals.

Due to federal law, there are no new scanners with cellular phone coverage available in the United States to ordinary citizens. Those of you looking for a unit with immediate 900 MHz coverage will have to check out used equipment sources such as Barnes and Noble shops. The two models that still reign supreme are the Eposonic PRG-2006 Base and PRG-43 Handheld. (Good luck finding one. These days, scanners sold by Radio Shack are not only overpriced, but lacking in performance. There are a much better sources available. The one thing, however, that I would get from Radio Shack is a copy of the book, "Police Call. It's one of the best frequency directories you will find for any given area, along with the FCC's web site.

**Finding Frequencies**  
Eventually, the serious monitoring hobbyist gets the urge to go beyond listening to the standard widely available public safety and business frequencies. They get the desire to look for the good stuff that you will not find listed in Police Call or any of the other scanner frequency directories. The objective of the hobbyist's listening might also be something mundane like the local mail security tones, but a search through the directories fails to uncover their operating frequency. In either of those situations, the hobbyist can resort to using the various techniques detailed in this article to acquire exclusive frequencies.

There are two basic approaches to finding frequencies. The first approach is to go on an electronic fishing expedition. This is how hobbyists operate most of the time. You simply have a small piece of the frequency spectrum that your radio is capable of receiving and listen to see what you can find. The second approach is to pick a specific target to be the focus of your monitoring attention and attempt to find the frequencies



they use. During the course of using this second approach you will find other users, which you might find interesting later. I recommend that you use the first approach once in a while. Following the usual activity around you will help determine how far you can listen and, especially important, when a transmission out of the ordinary appears. I recommend you acquire frequency directories for your area. "Police Call" is excellent for public safety listings, but any average person is more interested in business listings. There are other excellent directories available for purchase over the air. Your local radio shop will be able to help you there. The FCC also maintains a database at

http://quillpress.fcc.gov. A frequency directory will identify the normal users of an area. This is useful in preventing you from wasting hours studying a common signal when you should be analyzing something else.

The tool that every monitoring hobbyist has is the "search" function on their scanner. Most of them, however, do not know how to use it. You should know the frequency band that your target uses. You should have an idea of where in that band they would be operating. You should search probable areas in small sections.

Knowing what band a target operates on could be a matter of general knowledge. If you know local police's dispatch channel is on VHF-high band, then it is a good bet their unlisted tactical channels is also there. It can also be determined by looking at the antennas on vehicles; unless the vehicle has a disguised antenna. A VHF-low band antenna will be a 60 to 100 inch whip or a 35 inch whip with a five inch coil on the bottom. A VHF-high band antenna will be either an 18 inch whip or a 40 inch whip with a three inch coil on the bottom. UHF band antennas will be either a six inch whip or a 35 inch whip with a plastic base. In the middle, 300 MHz antennas are either a three inch whip or a 13 inch whip with a "P" coil in the middle. A cellular phone antenna is a common example. I suggest ordering the catalogs of various antenna manufacturers to get a visual idea of what antennas on each of the bands look like. You can do the same thing with home-made antennas. A VHF-low band antenna will be about a foot long. A VHF-high band antenna will be about six inches long and about as thick as your index or middle finger. UHF antennas will be either six inches long and slender compared to the VHF-high band antenna, or three inches



long, 600 MHz antennas are about an inch and a half long.

Once you know the frequency band you determine where in that band they might be operating. In most non-federal cases this is as easy as looking at the Consolidated Frequency List in the back of Police Call. The two types of users you might have problems with are police departments and the federal government. Police departments can use any public safety frequency for "local call" communications on a non-reference basis. The FCC also licenses local government services for frequencies allocated to a different service if the frequency does not have a licensee already assigned to it. For example, a fire department could be licensed to a frequency allocated for highway maintenance. The Interdepartmental Radio Advisory Committee (IRAC) manages licenses for the federal government. IRAC listings have been exempt from the Foundation of Information Act since 1993. The national agencies have been using the same frequencies for the past 13 years, but some of the more interesting ones have changed frequencies. The IRAC listings in the Consolidated Frequency List are not fairly accurate. Remember that they are only fairly accurate.

You should search a range that covers those to five seconds, and with the scanner's fastest speed. This seems to be the average duration for a radio transmission. Let's say you are searching the VHF-high band with a scanner that does 50 steps a second. Channel scanning for VHF-high band is 5 KHz. You should search your target areas in sweeps of 750 KHz to 1.25 MHz. Search a range for one to two weeks at different times to catch everything in that range.

One little known trick is to use one of those old but still public safety band receivers that produce scanners. An example would be the Eposonic PRG-2. It covered 35-50 MHz, and 152-174 MHz. You can pick one up at a flea market or hardware store for as little as \$5. Radio Shack still sells a "multiband portable" (12-6400) that covers the shortest and VHF-high bands, but at \$100 I think it's overpriced. While these units lack the sensitivity and selectivity of a scanner, they are excellent for doing high-speed searching. Once you get a hit, you will have narrowed the possible frequency range down to roughly 500 KHz. You then use your scanner's search function to find the exact frequency. They are also good for detecting single channel receivers for things like NOAA weather radio and the local fire department's dispatch frequency. If you ever



find an old multiband portable that covers UHF-1V, remember that channels 70-83 are now the 800 MHz public safety, business, and cellular phone band.

If a signal is in your location's coverage area and your scanner is capable of receiving the frequency, you will eventually find it by searching. This will take time if you do it properly. If you are in a situation where you desire a faster approach, you can use a frequency counter.

A frequency counter is probably one of the most useful tools a monitoring hobbyist can own. A frequency counter works by locking on the strongest radio signal in an area and displaying the frequency. I usually suggest that you take the bait and buy the Op-pegatescopes Scout if you are going to get into this facet of monitoring. Other frequency counters cost less, but lack the features the Scout possesses. These features make a world of difference between simply being a piece of test equipment and being a monitoring tool. The Scout will automatically capture a frequency and store up to 400 of them in memory. When the Scout captures a frequency, it will either beep or distractively vibrate. In each of these memories, the Scout stores up to 285 hits. This lets you know how often a given frequency is. The scout has a CWV meter. The CWV interface connects to a PC for automatic frequency logging, or to a receiver for reception tuning. When reception tuning, the receiver automatically tunes to the frequency the Scout captures. I used a Radio Shack frequency counter for monitoring work before I bought a Scout. It had adequate sensitivity, but required manual viewing and a quick writing habit in order to use effectively. It was also very difficult to use while driving.

Frequency counters work in a radio transmission's near field. This means that you will generally have to be within 1000 feet of the target transmitter in order to acquire the frequency. The following table shows the average distances at which one will acquire a particular type of transmitter.

- Transmitter**
- 1.2 GHz, 3 watt radio**
- 870 MHz, 3 watt cellular phone**
- UHF 1 watt radio**
- FM wireless microphone**
- VHF-high band 1 watt radio**
- 464.9 MHz, cordless phone**
- 27 Mhz, 5 watt CB**

There are a few things you can do to enhance a frequency counter's operation. The first technique involves antenna usage. The standard telescoping whip is good for many

operations but you can do better. With the standard whip antenna, the Scout will pick up a cellular phone at approximately 100 feet. Hook it up to a 5/8 wave 800 MHz antenna and the range increases to approximately 300 feet. A high-gain antenna designed for the band of interest will increase your range on desired frequencies and reduce interference from undesired ones. If you use a directional antenna, such as a yagi, you will be able to select a particular target location to investigate and eliminate interference from another location. The second technique is using filters. Using filters will block out undesired frequencies and find desired ones. An FM broadcast station that is very useful. Oppegatescopes sells the M100, which I recommend. FM broadcast sites a major source of undesirable interference, and having one nearby will cause your counter to lock up on the broadcast station's frequency.

By using these techniques you will find the frequencies you desire. How quickly you find a frequency depends on your skill as a monitoring hobbyist and how much the target uses their radio. You can acquire a target such as a mall security force in as little as thirty seconds. This was how long I had to wait before a help desk with a frequency counter before a security officer keyed up a radio. Some of the less active federal agencies can take a week or two before you can bag them. If you do not find the frequency, there are two possibilities. The first is that your target either does not use radios or uses them very infrequently. I will assume that your target does indeed use radio communications. The only solution to logging an infrequent radio user is persistence and patience. Eventually they will key up and you will have their frequency. The second possibility is that you found their frequency, but failed to identify it properly. Learn who operates on what frequency ranges. Listen to what you have found during previous monitoring attempts, over a period of time to determine who it is you have found. By monitoring experiences

- Distance**
- 25 feet**
- 150 feet**
- 200 feet**
- 10 feet**
- 90 feet**
- 20 feet**
- 40 feet**

you can, at this time, develop the ability of the average hobbyist. As I write this I can hear some of my friends telling me, "Let's not go there." A little while told me, however,

that a certain radio hobbyist organization in Connecticut publishes an excellent, in-depth, very-level technical text. Encrypted communications not only possess a similar technical difficulty, but are also illegal to listen to under the Electronic Communications Privacy Act. Encrypted communications system users will sometimes have equipment difficulties and operate in the clear. A patent lawyer will wait for this opportunity.

**Introduction to Signal Analysis**  
We will assume that you, in the course of your monitoring hobby, have done a search of genuine unidentified "unread" user while searching the spectrum. You've checked all the recent frequency lists e-mail lists, web sites, and Usenet postings and have come up with nothing. You wish to identify, one and determine the extent of its communications network. To do this, you ask the following questions:

**Frequency for intercept available?** If not, why? Is a network system? PL/DPL, tone, if any? Single PL/DPL used, or multiple? Scrambled or clear? Type of scrambling, digital or analog? How many stations do you hear? How do they identify themselves? Signal strength of stations communicating? What site they talking about?

The first two considerations are need as soon as you discover the unit. You will have some initial information about the others, but as time goes on you will acquire more information. What you should be doing now is noting what information you do have on the unit. Some people use using a computer database, others use 3x5 index cards. The more info you have, the easier it'll be to identify the unit.

The frequency in question can help tell you the approximate range, sector, and purpose of the unit's communications net. For example, the VHF low-band would likely be used for regional communications between base stations and mobile units. UHF's on the other hand, would be for short range tactical-type communications between general mobiles and portables. UHF portables and mobiles can communicate a couple of miles, while VHF low-band base station can communicate a couple of hundred miles under the right circumstances. What other identified users operate on nearby frequencies?

PL/DPL tones are either identifiers. Knowing the PL/DPL tone of an unit enables you to cross-reference it to other frequencies. If a police department uses a certain PL on their radios, and an unit with surveillance capability is noted on the same band with the same PL, then it's quite possible an unlisted channel for that police department. Knowing how many different PL/DPL tones sites in use on a given frequency tells you approximately how many different nets, or distinct groups of

communications, are active on that frequency. On a low-power portable frequency such as 152.620 MHz, users will use a "unique" PL/DPL tone so they don't have to hear everyone else. There are only a limited number of PL/DPL tones however, so duplication by different nets is inevitable. Other users won't want to spend the extra money for radios with PL/DPL capability, run without it, and tolerate the other users on the channel hearing their squeal. If you hear an unlisted PL, then you can be 50 percent sure they are running real commercial land mobile equipment. There are only a couple of examples, such as the Yeasu FT-50, that have DPL.

Most radio communications businesses or amateur community operators. The license for the system is in their name, and they rent out to various businesses and organizations. The individual users will not be licensed, instead running under the radio shop's license. Each subscriber will be assigned his or her own PL/DPL tone on the radio. The community dispatcher is being regulated with State (Specialized Mobile Radio) licensed systems, although they are still widespread. Motorola sold all their commercial SDR systems to Mixel and is gradually taking them off the air and replacing them with IDEN (digital) systems. This has prompted many radio users to seek out alternatives to Mixel. Many radio shops are selling up 400 MHz UTS (trunked systems, which will eventually replace their community operators. UTR is an open protocol. This not only means a wide availability of equipment for the business offering these services, but also equipment for the monitoring enthusiasts as well. There are also a few commercial SDRs running the GEI/Encision E-DACS system on 800 MHz, as well as 800 MHz. Ground systems that are not owned by Mixel. Each system can have several dozen users on it, making them a real challenge for the monitoring hobbyist who wishes to map them out.

If an unit is identified, you will at least know whether or not the scrambling method is analog or digital. If they are using a simple single-frequency inversion method, then it is possible, although illegal, to decipher the communications and proceed. If they are using something advanced such as DVE, DES, or Rolling Code then you will not be able to monitor the actual communications. You will still at least be able to figure how often the currency uses activity, give the signal strengths of the stations communicating. Voice encryption is often subject to failure, and you might catch a station operating in the clear if you monitor long enough.

At this point, you have all the immediate characteristics of the unidentified down. The rest is just a matter of time. The remaining



questions you have in identifying the user.

How many antennas do you have? How do they identify themselves? Signal strength of stations communicating? What are they talking about?

All of these will eventually answer the main question, "Who am I listening to?" The best thing to do at this point is take a recorder and dedicate it to the given frequency. You can acquire a basic 16-50 channel scanner for under \$100 at flea markets, pawn shops, and hamfests for this purpose. If you want 24-hour monitoring of the frequency, attach a VOX-operated tape recorder to the scanner. Many scanners come equipped with a "tape out" jack for easy connection. Otherwise, go to Radio Shack and pick up one of the station and telephone microphones. This is attached to a telephone receiver by the earphone to record phone calls. Attach it near the speaker of the scanner. Experiment to find the best place to attach it to the scanner. For those of you who really want to get into things, Bill Cheek's Scanner Modification Handbooks contain a wealth of information on modifying your scanner to make monitoring easier. You can add event counters to see how many times the frequency breaks squelch, time-stamping for interrupted communications, and a wide host of other enhancements.

You will be able to identify ocean IDs used on the frequency, and the signal strength (even if approximately) of the stations on the net. You will also know what they are saying if it's in a language you can understand, although you might get a little lip-tipped-up on any specialized jargon. Log it all down. Eventually you'll also be able to recognize the voices of the various people on the frequency and match them to IDs. The signal strength of each user will tell you approximately how far away they are from your location, and whether they are bases or non-licensed stations. Consistent signal strength will indicate a base station or repeater. Flucting and portable stations will have varying signal strengths and often "pick the line" on their signals.

When listening to an area with the intent of identifying it, two things you should listen for are locations and specialized trade jargon. They can be cross-referenced to assist in identifying the user. Street maps of your nearby areas are good references to have. I don't advocate "cell chasing" (going to the site of an incident that you've heard on your scanner). This can be dangerous and non-licensed workers for public safety personnel who are working the incident. If, however, you've determined you are listening to an obviously civilian unit on a trunked system or community repeater who was just sent on

a service call to a location that's a few blocks away from you, it would be a different matter. It would be worthwhile to take the dog for a quick walk to see what you are listening to. On that note, information you discover on community repeaters or trunked systems is primarily in nature. The talk group or PL may belong to a different business than you.

If you listen long enough and pay attention to the communications you are receiving, you will identify the user. The amount of time will vary with the nature of the user, and how often they are on the air. Once you identify the user, the rest is up to you. You can become quite intimate with the operations of a business by monitoring their communications. Monitoring local public safety communications will often give you a better handle on what's going on in your community than one local newspaper. The possibilities are endless. As an intellectual exercise, your monitoring endeavors will be diving into such diverse areas as recreation, geography, sociology, research skills, and current events. All you need, signal analyzers is a far better pastime than sitting in front of the television (although having CNN surfing in the background while you're working on something is a good idea). Chances are you'll have some questions regarding communications systems or services in your locale that could be answered by using SIGINT analysis. Some questions that might come to mind are:

Who are the users of local community repeaters and GMRS systems? What are the most common topics in my community? What is the reliability of the local utility infrastructure (telecom, telephone, CATV, gas)? Is it obviously employing radio communications, and no license is listed for them? What's their frequency? What frequencies are other radio systems in the local public safety agencies using other than their primary listed ones?

This article just scratches the surface of an activity that could easily take up a several book series. The best way a beginner can start is to just do it. Pick something, like a local community repeater or SWR system, and see how much information you can acquire on it. You might have some specific questions regarding a communications user or system you already have some information on which you can go investigating. You might even be interested in something non-technical. Set some online statistics in your local community. Whatever your specific interest remember that patience and persistence are good things and will reap dividends far above and beyond your initial investment!

# More Java FUN

by Pauldy Signaty

This is an extension of Myrland's "Java Applet Reading" article in 1/92. To save you rereading the article, Myrland explained a way to exploit password protected web pages via information revealed inside a Java archive (jar). This is an effective approach, but what if this information is not in the archive? Well, first maybe before you even open the archive, check. For a `SHA1MD5` tag in the jar. This tag passes a value to the applet via `String performance(String name?` in the `java.applet.class`. Sometimes filenames or important values will be revealed there.

Now, let's assume there is no `SHA1MD5` and the archive reveals nothing, and all you have is a class file. In this case, it's a safe bet that your user/password or protected URL is inside the source. Better yet, be prepared to use "really cool web game". No how do I get the source code, you may ask. To answer this question, you may need a little primer in Java and the way to binaries work.

I'll start with the actual source code and walk you through to the execution. Here is a "Hello World" program. Note: this is not an applet, this is a classic program. However, the same will apply to applets.

```
public class HelloWorld {
    public static void main(String args[]) {
        System.out.println("Hello World");
    }
}
```

2580

Save this code as `HelloWorld.java` and compile with `javac HelloWorld.java`

java HelloWorld

This compilation creates the class file `HelloWorld.class`. This class file is what the Java interpreter takes (via virtual machine) used to execute the code. Hence, if it's an interpreted language, your next step will be to execute the code via the interpreter:

java HelloWorld

OK, back to the applet. Every browser that supports Java has its own virtual machine/interpreter. Look for `jar`'s in your Netscape directory if you are really serious. So if you visit a page and the browser sees the `<APPLET>` tag it runs on the `class` jar file from the web server and executes it via the interpreter.

If you recall earlier, I was going to answer the question of how to get the source code. In order to get the code, you have to decompile the class file. Luckily for you the source code is located inside the class file. Even better, there are a number of Java decompilers on the web. Possibly, I use "DeJava Pro" (obviously permissioned for Windows and I imagine there is one or two Macintosh). Just decompile the code and there ya go!





# SubSeven

## - Usage, Prevention, Removal



by CAS

cas@globalbacking.com

Most of you out there will have heard of Trojan horse programs running under Windows, such as Back Office and Nefelus. Indeed, there have been articles in 2000 about them before. In this article, I will cover Sub7, an easy to learn, user-friendly Trojan program. I will talk about Sub7 in general, how to remove it, how to prevent yourself becoming a victim, and how to get the most out of it. This article is based on the 2.1 version, which were the latest at the time of writing.

### General Introduction

Sub7 first popped up some time ago and for a while, was not as popular as Netbus or Back Office. Clients were full of bugs which were very annoying (firstly scanner in 1.7 especially - it never worked for me). However, as many Trojan and anti-virus sites will tell you, as of early 2000, it has become the most popular Trojan and has been estimated to continue being so for the next few years. It is also described as the most powerful and most dangerous. Moreover, the creator, has been especially good with updates. Recently, a new version has come out every couple of months, sometimes much less. By doing this, the newer versions are not detectable by most anti-virus scanners, and updating a server on a victim's computer is easy. Version 2.1 has been in existence a while now. There has also been 2.1 Gold, 2.1 MULE, 2.1 Bonus, etc. The 2.2 Beta showed us that it had limited features and just didn't look as nice. However, something that looked promising in 2.2 was a program called SINK, which detected trojan/droppers from victims, i.e. you no longer have to scan for victims. This has potential, and would thus improve the package. Sub7 has a huge feature-set, meaning you can do practically anything with your victim - you have complete control.

### Removal

CD drives popping open, messages being displayed on your screen, your printer printing out rubbish... all telltale signs of someone in control of your machine via a Trojan horse. First thing to do: Open a dos

prompt and give 'netstat -a'. This shows you a list of listening ports, and a list of what is connected to you. Have a look at the ports, and see what is suspect. Default Sub7 ports are 1234 for clear versions and 27374 for newer versions, although the port which the server runs on can be changed by the user. If you see connections to a suspect port, then most likely it's the server. To make sure, at the dos prompt type 'telnet'. In the window that comes up click 'Connect', 'Remote System', and in 'Host Name' put '127.0.0.1' and in 'Port' put the suspect port. You will either get 'PWD' if the server is a password protected, or it is not, something like:

```
you@net:~$ telnet 127.0.0.1 27374
You:
2000, Saturday, version: M.U.L.E. 2.1
Of course, the date, and version may be different, but this is what it will look like. Now you know you are indeed. When first executed, the server creates an exe in the C:\windows directory, either (random such as 'Hsgjldj.exe', or a user defined exe) you will find pages on the Internet that say 'run regedit, remove 'reg and that get this virus checker, get that Trojan detector', etc. This was true a while ago, but now a new solution is available. Surf over to the Sub7 archive page (subseven.slak.org) and download the newest version - 2.1 Bonus. This client has a password bypasser. Unzip etc, and run subseven.exe. In 'URL' put '127.0.0.1' and in 'Port' put the port the server is running on. When or if you are asked for a password, simply hit enter. Now expand the 'Connection' menu, click 'Server Options', click 'Remote Server', and confirm. Easy as pie. If for some reason this does not work (it doesn't appear to work if the server on your machine is 2.2 Bonus), or if you don't want to download it, go into command prompt and find an exe that is approximately 375KB and delete it. This will solve it as well. You may also want to remove the 'method' that starts the server, so refer to 'Usage 1 - Edlsserver.exe' and check the places I mention for the settings, and remove them.
```

Some 'hackers' using this program does not make you a '3831' (what I may have been clever enough to delete 'netstat

In this case, you should get @network's root for (it's a good idea to have one anyway) such as NetKaton, available from www.nycc-software.com, which will scan your open ports and connections, just like 'netstat'. From here, refer to the above sections.

At some point, a new version of Sub7 will be released and the 'Bonus' version I talked about which can be used to remove servers will not be downloadable. Many users will probably complain to Microsoft about the password bypasser feature, and I can see it being removed from newer versions. Newer versions will probably not be vulnerable to the password bypasser feature, as other methods I have described manually deleting the server and reformatting will be necessary.

### Prevention

The most obvious way to prevent yourself from being hacked is not to run any executable files that come 'friend' may send you. However, if you must run executables that which you have obtained from the Internet, then take the following precautions: Scan it with everything you have. Two already mentioned the inaccessibility of this method against Sub7, but do it anyway - it could be an older version.

Look at the file size - newer versions of Sub7 are 373kb, but a clever user will have changed it with a small game or something similar (in which case it will be larger, so you cannot use this method). If a friend asks you to test his first C program, and it's like 15kb, chances are it will be OK.

Download Sub7 and attempt to open the exe you've been sent with edlsserver.exe. Click 'Report Current Settings'. If it says 'Invalid server, proceed anyway?' chances are it isn't Sub7 (but it could be another Trojan). If it asks for a password or displays settings, then it's Sub7. If there is no password, you can gather info on the person trying to hack you (ICQ ID's, email address, etc.).

Finally, if you are pretty sure that it's clean, go into c:\windows, Ctrl+F to find, uncheck the 'Include Subfolders' box, and search for exe's created in the last one day. Remember what's there, then run the exe and do the find again. If there is a new exe, chances are it was Sub7 either all, and you should refer to removal instructions above. You can also look for a new port opening on your Network Monitor, or in general, after running the exe.

### Usage 1 - Edlsserver.exe

So you got Sub7 (2.1 Bonus, I hope, at latest version), and it's sitting there waiting to get used. Look at all those options!! Let's get started, shall we? If you have a specific person you wish to go, then it is necessary to read this section. If you just want to have some fun with a random victim, then you can skip to 'Usage 2 - Finding a Victim'. First off, open edlsserver.exe, click 'Browse' at the top, select the 'server.exe', and choose 'Report Current Settings'. The first thing you need to do is choose how the server will be started each time the computer is booted. The two registry options will place it in the registry under: HKEY\_LOCAL\_MACHINE\Software\Microsoft\Windows\CurrentVersion\run or runservices depending on which you choose. These options are fine if the victim is fairly inexperienced with Windows. You need to choose a registry key, so check something that looks important that the victim won't mess with first, don't choose 'Hooker program', WININIT is also for the inexperienced victim, and simply places the server exe path (C:\windows\servername.exe) as the WININIT so it is started next time Windows starts. 'Less Known Method' places the server in the system.ini as shown:

```
[boot]
shell= Explorer.exe servername.exe
which will also start it each time Windows starts, and will make Windows think it's a parameter or exit option to explorer.exe. Finally, there is 'Not Known Method', which changes HKEY_LOCAL_MACHINE\SOFTWARE\Classes\exe\shell\open\command from "%1" %* to "servername.exe" %1 %*" which will cause the server to be run and to run every time an exe file is opened. You probably won't need to use this setting unless you think the victim knows quite a bit about Windows.
```

The next section is 'notification'. Put a victim name, and I would recommend ICQ ID's. Put your ICQ ID in and the server will send you a message through the ICQ WWW page, which will look like:

```
Server IP: 127.0.0.1
Subject: my_victim_name=273741.
60=127.0.0.1\path\server_name.
mailto=UserName@www.MyWebLocation.M.U.
15_2_1\password=your_name777
```

This shows who the victim is, what the IP and port is, and if there is a password.



and what the password is. "ICQ Notify" will cause the server to connect to the specified IRC server on the specified port and join the specified channel and broadcast the above info, or message the info to a specified nickname. Email notify is a little trickier. You should just choose one of the servers in the list, leave the "User" field blank, and enter your email address in the "Notify To" box. From experience I have found that the "ICQ Notify" (whatever icon) is the most efficient, although you may prefer the others.

Next is the installation box. You can choose what port you want to run the server on. I would recommend not using defaults, as they kinda give the game away. "Random Port" is also useful, and you'll always know which one it is, as you selected an appropriate notification method. don't worry! Putting in a server password, and protecting the port and password is recommended. The "IRC Bot" section is something that does not appear to me, but if you want to use it, there is a tool file that comes with Sub7 that explains the whole thing fully. Specifying a server name is a good idea, rather than the random "servername" and will also make the server harder to find for the victim. As before, naming it something important looking may make the victim cautious when installing it.

"Net Server After Installation" will install the server in C:\windows with the filename you specified, and then delete the server exe or whatever you called it which you sent to the victim. (A fake error message will display your chosen message when the victim runs the server. You can choose the icon, the text, the buttons, etc. Finally, "Send With Another exe", an excellent idea. (Try binding the server with a small game or something, and make sure you send the server, not the exe you binded it with. An exe that does something is less suspicious to a victim than an exe that does nothing. Also, in the up (right) corner you may want to change the server icon to fool the victim further. Finally, at the bottom, check the "Patcher Server" box and enter a password. You should do this so a clever victim can't find out your ICQ UIN or email address by using subsever. If you choose to bind an exe, click on "Save A New Copy". If you did not bind an exe, click "Save New Settings".

Now you need to get the server over to your victim. If they see a friend you want to monitor and you can get access to their

PC, then simply put the server on disk, take it to your friend's computer, copy it to the desktop, and run it. If you did not enable "Net Server", simply delete it and "Empty Recycle Bin" (although this won't completely remove it, as we already know how to do that - killing a file" - 2800 issue 185)).

It would be better to have the "Net Server" option enabled. If you can't get to the worm PC, then you will need to choose an icon for the exe, and if with something, and name it (I'll optional but recommended). Then send it to your victim through email, doc, etc. When and if the victim runs it, you will get your notification via ICQ, email, or IRC. Bang! You're in.

#### Usage 2 - Finding a Victim

For the user who has given the server to a desired victim, skip this part, as it describes how to find a random victim. For those who need a random victim, read the "Open subsever.exe and repair the Connection" menu. Click "IP Scanner" and enter some values. I recommend keeping the first two numbers the same, and using a range of 10 for the third, and 1 to 255 in the fourth, e.g.:

212.216.150.1  
212.216.150.255

Specifically a port (27374 and 1243 are defaults, remember) and a delay (this is recommended). You should get a range of victims to use. If you want an IP range to scan, ask someone on IRC and give your address of IP range on that. Select a victim and put the IP in the "IP/URL" box at the top of the client, and the port you choose to scan in the port box. Click "Connect". Hopefully you are using 2.1 Bonus and should be able to bypass the password. If you can't, go back and select another victim and you find one that you can use. Bingo! You're in.

**Usage 3 - The Client, subsever.exe**  
OK now I'll explain all the options which you can use, menu by menu. We'll start from the top, shall we?

**Connection.** "IP Scanner" I have explained, although now you have a victim you can scan with their computer by using "Remote Scan" which is nice. "PC Info" shows info about the PC, stuff that was typed in during Windows setup (duh). "Remember" gets it. "Clear" clears it. "Save" saves it. Easy. "Home Info" may not work, as it relies on the victim inputting that information when they installed Windows. Remember and clear as before.

**Server Options.** "Change Port" enables you to specify a new port for the server to run on. It will disconnect you, and you have to reconnect on the new port. "Set Default Port" changes the port to 27374 and disconnects you as before. "Set Password" sets a password on the server. "Remove Password" removes it. "Disconnect Victim" hangs up the victim's dial-up, and obviously disconnects the server. "Recent Server" reminds the server - if things are slowing up you can use this. You will be disconnected and should be able to reconnect in about five seconds. "Remove Server" removes the server (so I really need to explain that).

"Close Server" renders the server useless until reboot. "Update Server From Local File" enables you to upload a new server from your machine. "From URL" requires that you specify the URL of a new server. "IP Notify" is the same as in subsever (see above). If this is a random victim and you want to use them again, you need to set the server to notify you (ICQ number, email address, or whatever).

**Key/Passwords.** "Open keyboard" will open a new window, with which you can log the keys that are being pressed on the victim's computer. You can start, stop, clear, and save. "Send Keys" will allow you to send text to a specified window on the victim's computer (you can make the victim say "I AM GAY" or IRC). "Get Offline Keys" will retrieve keys that have been pressed while the keyboard has not been enabled. "Clear" will clear them (the feature has been a bit... "dodgy" and I'm still not certain it works 100 percent). "Disable Keyboard" will render the victim's keyboard useless. (Access cannot be reversed until reboot!).

**Chat.** You can chat with the victim (brings up a chat window that is only closed when you close yours), or with other users of the server. It's pretty self explanatory. "Mails" is a neat little feature. It reminds the part of the file. The "Mafia" when Neo's server goes black and Trinity sends stuff to it. Delete all the stuff in the box and if you want anything to be displayed when you activate it, type it in. Once activated, you will be able to send stuff and see what the victim is typing. "Msg Hider" is like in subsever - it displays a fake message. Agent you can delete icons, title, text, and buttons. "Spy" enables you to see incoming messages to the victim's computer, or several instant messaging programs. "Enable"

enables it. "Disable" disables it if you would have guessed. "ICQ Takeover" transfers that UIN's database to your computer, so you can view the friends list, etc.

#### Advanced

**Remote** enables browsing through the victim's hard drive like the "Address" is the victim's IP. "Port" is whatever you want it to be. You can set a password and mask it. Set maximum number of connections, and the root folder. When done, enable Ftp and copy what's in the bar to a browser. Easy. "Find Files" will find files (use it like you would use it on your own PC).

#### Passwords

"Get Contents or Recorded Passwords" will display passwords that have been stored by Windows. There's loads in here, such as normal accounts, porn sites, etc. "Reg Passwords" will show all the dial-up accounts on the victim's computer. "Get ICQ and AIM Passwords" will do just that. "Reg Edit" enables you to alter the registry on the victim's computer. It's pretty cool and easy to use. "App Redirector" lets you run a command in dos on their computer (dir, mkdir, etc.) and will display the output in the window. "Port Redirect" is cool. It allows you to say, reconnected to IRC if you have been g-dred using their hose. It's kinda like a wingate. It's also kinda hard to explain, but the text the accompanying Sub7 does it perfectly, so refer to that!

**Miscellaneous**  
"File Manager" has loads of cool options, but remember that it does the stuff on the victim's computer, so "Display Images" will display it on their computer, not yours. You can upload, download, edit, delete files to your computer, etc. One thing I suggest you do is to delete nels.exe from C:\windows. (My ethics on this: destroy/adm/defrag on someone else's box states that you may only do so to lower the risks of being caught. Deleting nels.exe conflicts with this.) "Windows Manager" shows what windows are open and lets you play with them. "Refresh" refreshes the file, and "Show All" will show all there's running (like background stuff, etc.). "Process Manager" brings up a list of what's running on the victim's computer. "Refresh" refreshes the list. "Kill App" kills the app, and "Thread Priority" will change the priority level (killing the kernel will crash the victim's computer. If you see something suspiciously obvious like "netron.exe", you may want to kill it). "Text



To Speech lets you say stuff out of the victim's speakers. You must first adjust the text to speech engine, which can be obtained from the Surf Home page. Type what you wanna say and click "Say It!" "Clipboard Manager" lets you see what's on the clipboard, change what's on the clipboard, or clear the clipboard. "IRC Bot" is explained fully in the text file that accompanies Sub2.

#### Fun Manager

**DesktopManager.** This lets you have a preview of the desktop in a small window. You can also have continuous capture by lowering the interval time. "Full Screen Capture" shows you the victim's screen in full detail. "Webcam Capture" will show you the victim's ugly mug, or whatever the webcam is pointing at (if they have one). "Flip Screen" lets you flip the victim's screen horizontally and vertically. It can be restored by a double click. If once found someone playing Free Alert online - this feature was "hacked" "Print" allows you to specify text, size, and font style, and then print it (I know where you find "works kinda well").

"Browser" opens the victim's browser and points it to the specified URL. "Resolution" lets you change the victim's resolution. "Win Colors" lets you change the colors of the various parts of a window. Test it on your self first to see what it will look like. Psychotic? heh heh.

#### Extra Fun

"Screenwaver" lets you change the scrolling margin somewhat to say whatever you want. All the options are there as they would appear in control panel, except password protection. "Residual Win" allows you to nuke Windows or shut down in a variety of ways. "Mouse" has several options. It lets you reverse and reverse the buttons, hide and show the cursor, control the mouse, and set and show mouse trails. "Sound" lets you record sound and play it. It also lets you change the sound settings of the victim's computer (read them first).

"TimeDate" lets you read and change the victim's time and date. "Exit" has all the other fun features, which are pretty self-explanatory and quite cool to play around with.

#### Local Options

"Quality" lets you define the quality of the images you receive in Desktop Capture, and also the quality of the webcam transmission. Higher quality means slower transfer time. "Local Folder" is where all the

downloaded stuff is stored. "Skins" just make the client look pretty - you can get them from the Sub2 Home page. "Auto-Options" are pretty self-explanatory and have some neat little tools you can toggle to customize Sub2 to your needs. "Advanced" show the ports for some of the features. You only need to change them if the features aren't working properly, but this shouldn't be necessary. "Run Ediscrpt" will run ediscrpt (shock). Finally, at the top of the client there is an "IP Address Book" feature to store victims, an extension mark button which gives the victim's computer to make sure it's still alive, and two shortcut menus which can be configured to what you use most. I think I forgot "IP Tool". A cool little option which resolves host names to IP's, to URLs, and back and forth.

#### Conclusion

So now you know pretty much everything there is to know about this mighty popular helen tool. When you're meeting through a victim's box, ladies to your sword! Leave the shit out of them. If once found some 60 year old guy and promptly removed the server for him. That shit's just way out of line. You can get decent shit out of most box (passwords, porn websites, etc.) so don't abuse it. Do nothing to their box that you wouldn't like done to your own.



**General Motors Corporation**  
Legal Staff

October 11, 2001

General Motors  
100 River  
Warren, MI 48090

Re: Unauthorized Use of General Motors' Internal Motorists Database

Dear Mr. [REDACTED]:  
We would like to inform you that we have received your letter dated [REDACTED] regarding the unauthorized use of General Motors' internal Motorists Database. We are sorry to hear that you have experienced this problem. We are currently investigating the matter and will contact you again once we have more information. In the meantime, we have taken steps to ensure the security of our database. We appreciate your concern and will continue to work to improve our services. If you have any further questions, please contact us at [REDACTED].

*W. J. [REDACTED]*  
Director of [REDACTED]  
Motorists

248 River Road, Warren, MI 48090-1600

## Get Anyone's Credit Report For Free

by Ronald

There are many sources of credit reports, but you may want to obtain someone's credit report. This article lists 7 sources to consider when you do. Obtaining a credit report on someone is not something anyone would do for you. However, you can work for one of the biggest business companies in the U.S. and spend the day just pulling credit reports for clients. Credit bureaus get information about you from four major sources:

1. Other Credit Bureaus
2. Government Agencies
3. Creditors
4. You

The thing to remember is that credit bureaus receive information from the three other sources, and information from you only part of the time. If you are trying to obtain something on your credit report, they'll know whether or not to include your credit report. Usually, they'll only include your credit report if you've agreed for them to do so.

Each bureau won't report. They're all going to be there that you're sending a notification. How many sources then you did have you agreed for credit, or that you're advertising that you really see. They are more than willing to let you know you can't get a credit report on your credit report, but that you do remember your own credit report.

To get the most reports possible, you'll need to be patient over a credit card application - anything that you

can make in any way, will work. Fill in your target's name, and the street address as the previous address. For the name, address, and phone number, you'll need to be able to get a credit report on the person. Don't fill anything else out. Just wait it is 30 days.

When the credit bureau receives the application, they will have a social security number on it. So they will run the name and try to match addresses. They'll find your last name, but they won't find your first name. Since you didn't fill anything else out, the application will get denied and a request will be sent to your mail drop.

In the U.S., if you've turned down the credit you get a copy of the report they based their decision on. The report will show how the information necessary to get that report, which is usually just sending the letter to the credit bureau, who will then send you the credit report in return.

It's pretty easy, and I've verified it dozens of times. Don't worry when you think about what kind of information a credit report contains. The fact is, credit reports will include any legal judgments, credit records, number, and some times mother's maiden name, and driver's license number.

It's important that you only fill out the name and address on the application. Giving wrong or any other information on the application, you may not get an accurate credit report on the credit bureau. Also, filling out a credit report application may result in the application being approved, which will only send someone else your own credit report that... that's it.



# Microsoft's Hook and Sinkers



by LEXER

Microsoft offers many certifications out there. Some for hardware (A+), some for office tool processing like Office 2000, some for programming HTML, and a little bit of everything. This article is about their Microsoft Certified Systems Engineer (MCSE - network engineering) or MCSE-H (former) Certification program, with some questions and comments that I think everyone should consider before taking the courses or exams.

To receive your MCSE for NT 4.0 you have to pass at least three exams and two objectives. The three mandatory exams are Workstation, Server, and Server in the Enterprise. Now let me tell you some odd information.

First off, the exams cost \$100, which is not unreasonable. But the word games they play on you within the exams makes me wonder whether they're trying to make people fail. I have taken the Microsoft MCSE-H courses myself and, besides the instructor having had written some of the A+ exams himself, hard to teach us how to work with the trick word games that Microsoft plays on you during the exams. He even told the class that Microsoft deliberately plays these word games that have nothing to do with the actual field of study that the exam focuses on. That and Microsoft's manuals for the exams have been written in not contain all the information that you could be tested on. That additional information is taught in the courses, yet Microsoft claims that you don't have to take the courses to pass the exams.

Really now.

Kind you, you can take the exams over and over, as many times as you wish at \$100 each exam until you pass.

Is this another way to squeeze money out of people - claiming that you do not have to take the courses, hoping that you will take the tests and fail, having to take them again, and then finally spending more money to take the courses also?

It makes Microsoft money and guarantees their MCTs (Microsoft Certified Trainers) jobs. How much money is Microsoft making out of this? A great deal, and on top of it they don't really have to do anything. You see, the courses are not taught by Microsoft. They're taught by MCTs working at places that have to be certified to allow the MCTs to teach there. And the exams are held at institutions that have to be certified to give the exam. An exam that is run on a program, what is required to be certified to run a program? All these institutions giving the exams have to worry about and requirements that Microsoft sets for the institutions given during the tests, as well as what tests are given. Note that the MCTs to become MCSEs or to become MCTs to work at certified institutions to teach courses in future MCTs so they can take a questionable exam that is held at a place that has to be certified to give the exam - all cost money. And this is just the bread of the cake. Let me get to the icing.

With Windows 2000 (NT 5.0) out, there must be a new curriculum for that operating system, since NT 4.0 is the old OS. The two operate completely differently, right? No. All Windows 2000 is is NT 4.0 and Windows 98 put together with a few enhancements. Knowing and using certified for NT 4.0, you can easily manage and administer 2000. But Microsoft sees it as an opportunity to take yet more money out of your pocket.

Let's say I am an MCT for NT 4.0 and I want to, as a trainer, update my

certification. Well, I can't easily upgrade. I have to take every single course and exam over again. Why? Why can't I just take one upgrade course and exam pertaining to the enhancements instead of having to take everything all over again? These were the very concerns of my instructor and he refused to take the courses and exams until Microsoft changed their ways. He was eventually forced into taking them. The new curriculum was coming up and he had to be 'upgraded' before it arrived, otherwise he would lose his job. More money for Microsoft for nothing.

Now let's say I am a student completing the MCSE-H certification for NT 4.0 right before the new curriculum for Windows 2000 is set in place. I should be able to finish my certification and simply upgrade to 2000, right? That's how Microsoft portrays it. But let me tell you, it is not that simple. As mentioned above, to receive your MCSE, you have to pass three mandatory exams (Workstation, Server, and Server in the Enterprise), and two electives. Now the new curriculum has started in the middle of August, 2000. During the new curriculum, would you think it odd for Microsoft to update and make harder the exams of the old curriculum? Well, that's exactly what they did. They took the hardest test of the old curriculum (Server in the Enterprise) and updated it, making it harder. Why? Why mess with an exam that's in the old curriculum when you currently have a new one going? Money. Forcing people to fail. Now if you've failed an exam, what do you do? You spend more time studying for the exam before you take it over. But to complete the old MCSE, you have a limited time now to do it. So what is Microsoft doing? Forcing people into 2000? Presumably, and it's not about refreshing the interested out there - it's about money.

But let's say you took the exam the day before the update. You pass and you still have yet to take the upgrade exam. Well, Microsoft seems to want you to think that they are not after your money because they are giving away a free upgrade-to-2000 exam. Let me tell you why. The

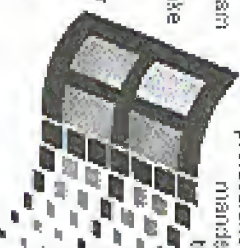
upgrade test is extremely hard. So hard that people complain, so they decided to give you one free try at it. The funny thing about that is if you fail that one free try, you have to take all the exams over again in the 2000 curriculum! Yet an extra \$600. So sure, Microsoft is going to make the upgrade exam harder. If you fail it, they get an extra 600 bucks. Hook and sinker! And it doesn't matter if you're an MCSE already or just an MCT working yourself up to an MCSE. You still have to take all the exams over again to upgrade your certification if you fail that one free try.

Complain that upgrade exam to the regular 2000 curriculum exams. Do you think the 2000 upgrade exam tests you on details that the regular 2000 exams doesn't? That's right! So let's take a person like me. If I fail that upgrade exam, I spend 600 more dollars. Now that's with at least \$500 invested in the mandatory exams that I have to take to take the upgrade exam - that's \$900. Take note - that's not including the \$6000 spent on the courses! So now we're up to \$8900 for one certification.

So why get certified? Microsoft knows exactly what they're doing. The Windows 2000 operating system, like the Windows NT 4.0 operating system, is designed so that if you want to administer and fully use their OS, you have to be certified or taught by someone who is certified. You can't simply go out and get the course books because (remember what I told you before) not all the information is in the books. All the information is in the courses.

By their designing the OS so that only certified people know and understand its quirks and glitches and how to work with them, they are just selling the value of the certifications. Microsoft is the leader in marketing their OS. If only certified professionals can use their highly demanded networking technologies,

then not only are they making money off of their (networked) OS, they are also monopolizing the networking industry by monopolizing the certifications.





# Hacking an NT Domain from the Desktop

by H. Risc

One day, not so long ago, I was sitting in my author's parking space at the keyboard as I was supposed to be doing. Then I noticed something. The date/time on my computer was incorrect. After a couple of "Access Denied" error messages, I gave up on trying to fix it. Out of sheer boredom, I gave up on trying to fix it. Out of sheer boredom, I gave up on trying to fix it. Out of sheer boredom, I gave up on trying to fix it.

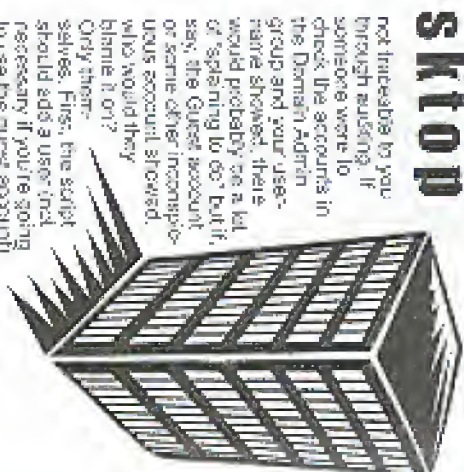
The work I was doing was Helpdesk phone support for a large OEM producer. I figured myself to be reasonably intelligent as well as knowledgeable about the workings of NT and Windows. I was also beginning work on my MOSE, so I had the relevant material available for any situation. After a little reading, I decided to make myself a Local Administrator of my box, just so I could change the time when I liked to whatever I liked.

NT administration can be done via the command line, though not many are doing it these days. It's easy enough to create a script to add yourself to the local admin group, but how do you get the script to run, and with the proper authority? It's easier than it may sound, but let's look at the script first. This is my example:

```
Echo off
Net localgroup administrators %username% /add
```

The method of getting this script to execute and with the proper authority is simple. All I did was contact my own IT professional within the organization (who only needs to have administrator privileges) and informed him of my defective team. He said he'd be there tomorrow, so I quickly altered the script slightly and threw it in the administrative's email user's mail menu/program startup directory, so that it would execute. As he logged in, I tried to deactivate him a little so he wouldn't notice that a second script was running. It worked like a charm. I could now install and remove drivers, change the time, and even adjust the Desktop settings. Not too much down the road. I left the organization to get some real needs on experience with networking and the related OS's. My NT experience has grown tremendously, and I realized that this gaping hole in Microsoft's security is unacceptable. This something much more subtle (though not truly sophisticated). How difficult would it be to completely hack an NT domain from the inside? Ironically, it's just as easy as hacking the workstation.

In order to keep from getting caught, I've overread remaining a dummy account so that it's



not traceable to you through auditing. If someone were to check the accounts in the Domain Admin group and your username showed, there would probably be a lot of "speaking to go" but, say, the Guest account or some other incompatible account showed who would they blame it on?

Only them. First, the script should add a user and necessary, if you're going to use the guest account.

```
Net user %username% %password% /add /domain /sdb
```

This creates an account with the password of "password" on the domain controller and makes it an active account (not disabled).

```
Net group %Domain Admins% %username% /add /domain /sdb
```

Finally, we take the dummy account and add it to the Domain Admins group as well as remove it from the Guests group (in case it's discovered).

```
Net group %Domain Admins% %username% /add /domain /sdb
```

```
Net group %Domain Admins% %username% /add /domain /sdb
```

This makes for an excellent "support" release in that it may not be uncovered for a range of days to even weeks afterward. Being an NT admin now, I would recommend that you not use the same user name twice and not use your own PC. This activity is logged and you don't want a hell.

Happy Hacking.

Happy Hacking.

# The DVD Parmer

## Common Knowledge

With the problems involving the MHA and DeCSS, DVD's Digital Versatile Discs are in our minds' mouth of the time. However, not many people know how DVD's are manufactured, so here it is, from the actual 35mm film down to the (not for large) encrypted disc you hold in your hands.

The process starts off with the actual film - the 35mm prints. Usually there are two: the presentation and the dailies. The 35mm prints are then "Tele-Coded," which means they are put onto a "Digit-Bear" cassette. In those of you who are unfamiliar with bear, it looks like a chunky VHS cassette.

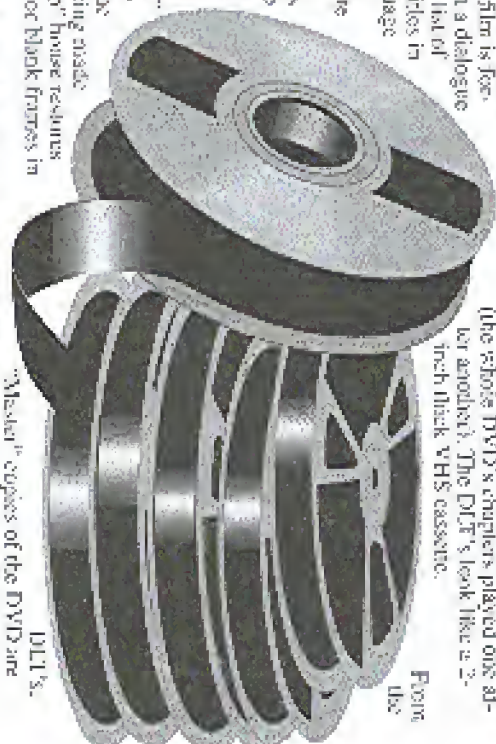
But unlike VHS, Bear's quality doesn't deteriorate over multiple viewing, making it ideal for the film industry's need for high quality footage. Once "Tele-Coded," if the film is feature length, it is given a dialogue list, which is a list of words for subtitles in whatever language is needed, and their appropriate places on the film cycle. This is then given to a "Dialogue House," which places the subtitles on the working onto the "Digit-Bear" cassettes. At the same time as the subtitles are being made up, a "touch-up" house restores any blemishes or black frames in the footage.

As soon as the subtitled version is made, you start everything that has to do with the footage (titles, selection screen footage, etc.) and that you wish to be on

the actual publicly released DVD to the "Film Classification Board" where they decide an appropriate rating for the presentation, and will request any footage deemed unsuitable to be removed.

Once you receive the restored footage, the subtitles are dropped into the restored "Digit-Bear" and then the trailers are re-done with the restored footage. Now you have a high-quality version of your film and trailers. The footage is then given to an "Authoring House," which lays out the footage and selection screens from a flow-chart submitted to them. In many the same way a series of web pages is designed with links and subsequent pages (chapters in a DVD). They then "encode" the DVD's footage, which is restored to check all the links and any mistakes in the footage itself.

Then DLT's (Digital Linear Times) are made, which is the DVD in a linear form (the photo DVD's chapters played one after another). The DLT's look like a 2-inch thick VHS cassette.



From the "Master" copies of the DVD are made, from which all the DVD's are stamped out - much in the same way as CD's are made. In Asia, not through DeCSS.







1. The first step is to identify the problem or goal you want to achieve. This could be anything from increasing sales to improving customer service.

2. Next, you need to gather information about the current situation. This might involve talking to your team, looking at data, or conducting market research.

3. Once you have a clear understanding of the problem, you can start to brainstorm solutions. Think about what you can do to address the issue.

4. After you have several ideas, you should evaluate them. Consider the pros and cons of each option and how they might fit with your overall strategy.

5. Once you've chosen a solution, it's time to create a plan. This should include a timeline, a budget, and a list of responsibilities for each team member.

6. The next step is to implement the plan. Make sure you communicate clearly with your team and track progress regularly.

7. Finally, you need to evaluate the results. Did you achieve your goal? If not, what went wrong and how can you improve for next time?

8. Remember, the key to success is to stay focused and persistent. Don't get discouraged if you don't see results immediately.

9. It's also important to celebrate your successes, no matter how small. This will help to boost morale and keep your team motivated.

10. In conclusion, solving a problem is a process that requires careful planning, communication, and execution. By following these steps, you can increase your chances of success.

11. Good luck with your project!

12. If you have any questions, feel free to reach out to me.

13. Thank you for your time and attention.

14. I look forward to hearing from you soon.

15. Best regards,

16. [Your Name]

17. [Your Title]

18. [Your Contact Information]

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and Joel Strygalski objected that lawmakers passed a second bill to increase the status quo. The RIAA actually derived any deliberate improvement in the change, but failed to explain when the change would be implemented regarding how the music industry currently operates.

It is the reputation of this market that the RIAA is out to use all means possible to ensure that they are the sole source of all music. That is why we have to be careful with them, and that the public consumer has only so many options to listen to music as the RIAA desires. I encourage everyone to stand up and be counted, support independent music by not spending their money and profit purchasing music from large labels that support the RIAA and its "the man in the middle" take title and means everything" approach.

R.K.

**Dear 2000:**  
I hope you keep playing. Bruce & Nolan! Don't you realize that they are the victims of the "beat world"? As the buyer for a small independent music company in my area, I've seen them open stores in my area and simply to run away from it all!

For the most part, they're not doing too bad. I've seen them open stores in my area and simply to run away from it all! I've seen them open stores in my area and simply to run away from it all! I've seen them open stores in my area and simply to run away from it all!

**Dear 2000:**  
I've seen them open stores in my area and simply to run away from it all! I've seen them open stores in my area and simply to run away from it all! I've seen them open stores in my area and simply to run away from it all!

BTM

I've seen them open stores in my area and simply to run away from it all! I've seen them open stores in my area and simply to run away from it all! I've seen them open stores in my area and simply to run away from it all!

the idea of independent music industry. I've seen them open stores in my area and simply to run away from it all!

**Dear 2000:**

I've seen them open stores in my area and simply to run away from it all! I've seen them open stores in my area and simply to run away from it all!

R.K.

I've seen them open stores in my area and simply to run away from it all! I've seen them open stores in my area and simply to run away from it all!

I've seen them open stores in my area and simply to run away from it all! I've seen them open stores in my area and simply to run away from it all!

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# Confusing ANI and Other Phone Tricks



By Lucky 225

lucky225@verizonfans.com

In this article I will explain how to bypass CLASS services, spoof ANI to AT&T 800 numbers, and make free untraceable calls.

## TSFS "Op" Operator

Your TSFS operator can be a very useful tool when making calls from your home. First of all she can bypass all CLASS services. That is, if you dial through your local operator to make a local call, the called party will not be able to "66" (call return) your call; they will not be able to "53" (call trace) your call, and your caller ID will show up as "Out of Area" or "Unknown". If the party you're trying to call has "7" (Anonymous call reject) or in service that doesn't allow calls from people who dial 767 or three computer caller ID blocking on their line, you can simply place a call through your local operator and she will be glad to connect you to the party with your caller ID unknown. When calling through the local operator it's always a good idea to tell her you're visually impaired or having trouble dialing, otherwise you may be charged extra for the call.

## Op Diverting, Spoofing ANI, and Making Free Calls

Your local TSFS operator probably doesn't forward ANI unless they have ANI II equipment. To find out if your operator can pass ANI to 800 numbers, have her dial 800-346-0152. If it says your phone number, you're out of luck. If it says a three digit number (this is the area code where the operator building is located) followed by the 01000, your operator can't pass ANI. If your local operator can't pass ANI, this is good because you can have her dial any 800 number and they won't know where you're calling from.

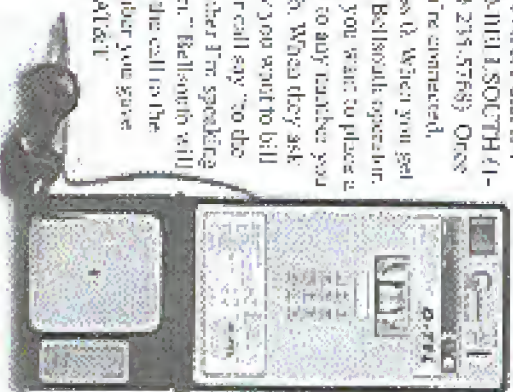
## 1-800-OPERATOR

The number 1-800-673-7286 will connect

you to an AT&T operator. They can place collect, collect, local, third number, person-to-person, and credit card calls. On to the fun part. If your local TSFS operator doesn't pass ANI to 800 numbers, have her dial 800-673-7286. You will get "AT&T, may I have the number you're calling from please?" You can give her any phone number you want and they'll put that down as the number you're calling from.

The possibilities here are endless. Spoofing ANI is a good one though. Tell the AT&T operator you're visually impaired and need assistance in dialing an 800 number. You can't call any old 800 number, only 800 numbers owned by AT&T or on the AT&T network, otherwise you'll get an error message. However, some 800 numbers you can call through 800-673-7286 use TTY relay operators, and since your ANI shows up as wherever you gave the AT&T operator my calls you make through the TTY relay service get billed to that number. Another 800 number you can have AT&T dial is 1-800-0111 SOUTHERN 800 235-5769. Once you're connected,

press 0. When you get the BellSouth operator, say you want to place a call to any number you wish. When they ask how you want to bill your call say "so do number I'm speaking from." BellSouth will bill the call to the number you gave the AT&T.



operator.

More fun with AT&T is the "710 trick."

Op direct to 800-673-7286 and tell her you're calling from any number in the 710 area code and want to bill the call collect.

The party you're calling won't be billed for the call because 710 is a government area code and is not listed in AT&T's database so there are no rates for the collect call. It won't show up on the called party's bill as anything.

A few problems with these tricks - sometimes local operators don't want to dial 800 numbers and sometimes AT&T's 1-800-OPERATOR operator won't want to dial 800 numbers. Just tell them you're visually impaired and they shouldn't give you any trouble. If they do, just ask to speak to their supervisor.

If you are unable to reach an operator by dialing 0 in your area or if you live in Facebook land where they won't dial an 800 number if your life depended on it (no dialing 10-15-433-0 if you live on the west coast and 10-16-963-0 if you live on the east coast. This will get you a Verizon Long Distance operator, she will be glad to dial any 800 number for you.

## Call Forwarding Services

You can offer a service that allows you to setup a call forwarding number in England. You simply dial the number in England and it forwards to almost any number in the world you want. This is good for not getting caught if you have been exploiting BellSouth, the people you're calling will probably get a lot of calls from BellSouth or customers wanting to know why the caller's number is on the bill. If you take advantage of Yes.com, you can op direct

and spoof your ANI over to 1-800-BELL-SOUTH, then call the number in England that forwards back to the person you're calling. So then when the customer gets his bill, he will not be willing to call England or find out who it is, and if he is you can just shut off the forwarding number at any time.

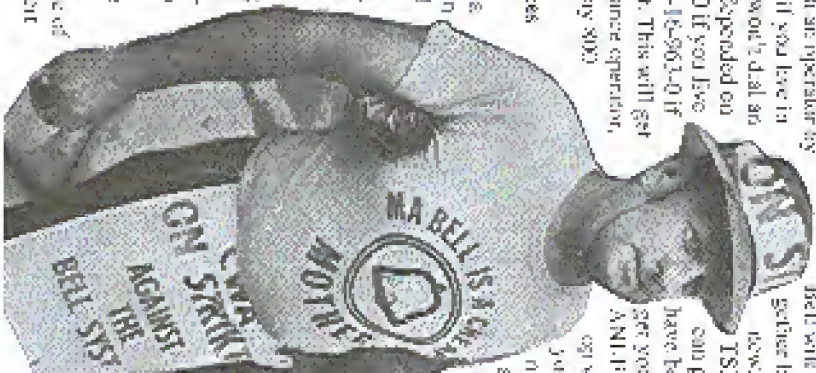
## Pranking and Conferences

Remember every time you're invited to an AT&T teleconference, feel free to spoof your ANI as the conference is probably fraudulent. And it's always fun to spoof your ANI when making prank calls to 800 SOS TACO or 800 TACO BELL.

I'm not promoting phone fraud - this is all for learning and educational purposes and you take responsibility for your actions and how you use this information. Maybe Bell will finally get their act to-

gether because this problem is not new, and it can be fixed. Even TSFS operator buildings that can pose ANI II sometimes have back door numbers that will get you a local operator with an ANI II (ANI HALL) and the local op will have to ask you for

your phone number and any number you give her will show up as the ANI when they place a call to an 800 number. I hope this article will make the phone companies more aware of their problems. *forever, bastards! Agent 00000, Op: CP Pink, Claws, objective, zombie, don't forget, big guy, good work, operators and friends in individual, guys, need that and more, necessary not least, my loved one, Kay!*





# Jury Nullification and The Hacker

By Alice Springs Zarbustra

As you can see, reading this article, the first thought in many of our minds will be "Jury What?" If this is the case, don't too bad. Likely a good 90 percent of the population has never heard of it either, and of the few percent who have, about half are busy trying to keep anyone else from finding out about it. Which leaves me as part of the roughly two percent trying to get the word out. So here it is, and thanks to the Fully Informed Jury Association for this data. I should have done better at you.

## What is Jury Nullification/Jury Veto?

Jury Nullification, also sometimes called Jury Veto, is the "hidden" third option for a juror in a criminal case. In addition to convicting or acquitting on basis of evidence, the jury may choose to acquit a defendant on basis of their conscience. They'll fight, bogs and grins, a jury can choose to acquit a defendant because they feel the law is wrong. This right is a fundamental part of the Constitution and the Bill of Rights, which states in three places (once in the Constitution proper and twice in the bill of Rights), the juror's right to both the English and the law. This right has also been supported in numerous Supreme Court rulings, as well as in lower courts.

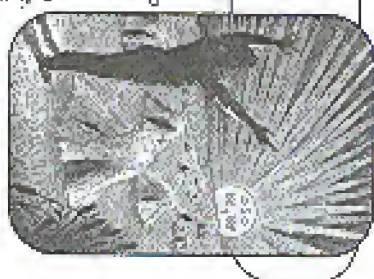
## History of Jury Nullification

The concept of a juror's ability to override the law goes back to the Magna Carta of 1215 in Britain, which was used by the rulers of the time to check King John's excesses. This power was reaffirmed in British common law in the case of *William v. Goulet* in 1670. There was a case of a protesting Quaker religious doctrine, at that time a criminal offense. The jurors stood to acquit, and four of them continued to do so even after being jailed and fined - held in all the fines were paid. One of the jurors, Edward Bushell, took his case to court, and the English High Court ruled for him, declaring the state the right to harass or fine jurors for acquitting on basis of conscience.

In the New World, this subject was raised in hearings about the Massachusetts' Act. A juror, John Peter Zenger, was put on trial for publishing allegedly untrue articles about the Governor of New York, George Fletcher. The judge informed the jurors that "The truth was no defense" in cases of libel. Daniel Bayley, Attorney Alexander Hamilton, however, informed the jury otherwise, citing the English and Penn cases, and the jury acquitted in just over fifteen minutes. In retaliation, the British revoked the right to trial by jury in the colonies, electing a chain of events that eventually led to the American Revolution.

This power of the jury was exercised fairly often through the late 18th and 19th century, and in fact, judges were required to inform jurors of it. It nearly the end of the 1800's, it began to fall into

disrepute, however, during before the Civil War. Northern jurors often chose to acquit in cases involving the Fugitive Slave Law, and several Southern states started holding for a way to stem the tide.



However, it took the weight of massive civil disobedience (and the courage of the night judge, to help stop acquittals) in London (going on to be being against the law at the time), a group of large corporate employers pressured the Supreme Court in *Scheidt and Hansen v. United States* (1896) for a verdict that the jury was no longer granted for a criminal judge failed to inform the jury of their right to nullify. Naturally, judges took this as their right to return on the verdict and, in recent years, the courts have gone further, clearly declaring in the jurors that they were to decide based solely on the facts, not on the justice of the law. Today, it's likely of a few states where it is still required by law to inform the jury of their right to nullify or, at the very least, to inform the jury of their right to nullify.

Any deliberate witness who marries the subject will be subject to the threat of contempt of court. Jury nullification of law was quite common during Prohibition, with or without the court's permission. Many people simply refused to convict or fines that were not criminal. More recently, similar situations occur in Kentucky regarding non-jury's law. However, outside of a couple of states (Maryland and one or two others - not named, I'm sure you can find out which), there is no requirement in any of our laws of their degree of power, and thus, it is truly exercised.

**But What Does It Mean To Me?**  
 What this means is simple. Should you ever be put on trial for violating one of the extremely ill-considered laws on the books regarding computer offenses, by no means your lawyer or the subject or friend from bedspace about it. Most likely, given a chance, will not convict if they feel, deep down, that what you did wasn't wrong. And if you're wrong, with talking apart something just to see how it works? People do it to innocent cars, bicycles, and everything else, so why not software? And if you've ever called for jury duty, remember this: and if the law is wrong, vote to acquit. During celebrations, inform your fellow jurors of their power. And with your will, vote away from the message of the Fully Informed Jury Association, for further information, and free their.

# TOP SECRET

## By Common Knowledge

Laptops are becoming the new wave of technology in police cars. These and other computers allow officers to receive and

clear dispatched calls, run plates, check driver's licenses, even navigate car to car, and sound a 911 alarm - all without even keying a note on a radio. However, these systems have to be easy to use, rugged, and able to survive the daily wear-and-tear of cops. One of the newest to be used is the PC/Mobile by CYCLOTRON. This in-car computer can survive the roughest abuse anyone can hand out. It can survive a three foot drop onto concrete, the keyboard is waterproof, the computer housing is magnesium, and it can take temperatures from 32 to 140 degrees Fahrenheit. A built-in handle is also included.

On the technical side of the system, it is a Pentium 253MHz with two Type II or one Type III PCMCIA interfaces, four serial ports, two parallel ports, a video port, and a PS/2 keyboard/mouse port. It's

SoundBlaster compatible and can accommodate an external 3.5 inch floppy or CD-ROM drive. The 10.4 inch active matrix color display features an XGA graphics controller (2MIPS), a light sensor for automatic intensity adjustment, 18 bit color with 800x600 resolution and 256K colors, and a touch screen. The keyboard is an 88-key QWERTY layout with 12 function keys. It's made with a built-in

solid state memory and it comes with seven programmable function keys or standard with the option of 12 additional PF keys.

Other options include integrated (IPP) modems and antennas, RF switch, vehicle and desktop docking stations, and universal AC/DC adapter. In the field, these systems have proven to hold up to a Category Two hurricane, which caused 50 million dollars in damage and loss.

On a different note, the keys for the PC/Mobile are spaced far enough apart for even a Secret Service agent to use. The backlit keyboard feature is also useful for working in the dark, and the screen adjusts its light levels for nearly every situation.





# Radio Shack's Newest Giveaway

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[radio.com](http://radio.com)

Everyone's favorite electronic superstore has a new toy for us to play with. Participating Radio Shack's are currently giving away a device called the "CheckCar" by English-Converter (www.english-converter.com). It's a bar code scanner that scans special shaped bar codes called "Codes". It's a plastic car shaped device that contains two optical sensors which are capable of scanning bar codes. The unit



connects to Windows computers via wadding into the keyboard port (it plugs into your keyboard port and your keyboard plugs into it). You pass it over a "Code" or a standard bar code and software that runs in the background retrieves a URL from a database that matches bar code numbers with product web sites. If there is no web page associated with the UPC (Universal Product Code) that you scanned, a page opens up that allows you to tell the makers of the "CheckCar" what should be associated with that UPC.

The concept started as a way to scan in bar codes from the 2000 Radio Shack catalog and has been expanded to magazines, news papers, and even cable shows, which use unique audio signals to bring up web pages from your TV.

When I got my first "CheckCar" I felt sad to believe that it would work, or at least that it would work well. So I hooked it up, ran the software enclosed on a CD, and after a nice flash presentation and a message I was ready to try it. Well, what to scan? I picked up a pack of Whigley's gum that was next to my keyboard, swapped it, and presto, [whigleys.com](http://whigleys.com). Amazing. Well, I still wasn't too impressed so I looked around for more bar codes. Scanning a Pepsi can brought up [pepsi.com](http://pepsi.com). Scanning my copy of Wired magazine, [wired.com](http://wired.com)



that everyone go to their local Radio Shack and pick up a few (they'll mail you one for the shipping cost if you don't live near a Radio Shack). Then go home and scan all your hard issues of 2000 and make sure they add in the 2000 UPC's because at the current time, every magazine I've tried works with the exception of 2000. Good luck scanning!

Scan codes for products and prices in the 2000 Radio Shack catalog or find out more about the CheckCar at [radio.com](http://radio.com). For more information, visit [www.radio.com](http://www.radio.com) or call 1-800-4-A-RADIO.

Product Name	UPC	Price	Product Name	UPC	Price
1. 2000 Radio Shack Catalog	0 12345 67890	\$4.99	1. 2000 Radio Shack Catalog	0 12345 67890	\$4.99
2. 2000 Radio Shack Catalog	0 12345 67890	\$4.99	2. 2000 Radio Shack Catalog	0 12345 67890	\$4.99
3. 2000 Radio Shack Catalog	0 12345 67890	\$4.99	3. 2000 Radio Shack Catalog	0 12345 67890	\$4.99
4. 2000 Radio Shack Catalog	0 12345 67890	\$4.99	4. 2000 Radio Shack Catalog	0 12345 67890	\$4.99
5. 2000 Radio Shack Catalog	0 12345 67890	\$4.99	5. 2000 Radio Shack Catalog	0 12345 67890	\$4.99
6. 2000 Radio Shack Catalog	0 12345 67890	\$4.99	6. 2000 Radio Shack Catalog	0 12345 67890	\$4.99
7. 2000 Radio Shack Catalog	0 12345 67890	\$4.99	7. 2000 Radio Shack Catalog	0 12345 67890	\$4.99
8. 2000 Radio Shack Catalog	0 12345 67890	\$4.99	8. 2000 Radio Shack Catalog	0 12345 67890	\$4.99
9. 2000 Radio Shack Catalog	0 12345 67890	\$4.99	9. 2000 Radio Shack Catalog	0 12345 67890	\$4.99
10. 2000 Radio Shack Catalog	0 12345 67890	\$4.99	10. 2000 Radio Shack Catalog	0 12345 67890	\$4.99

# Dissecting Shaw's Systems

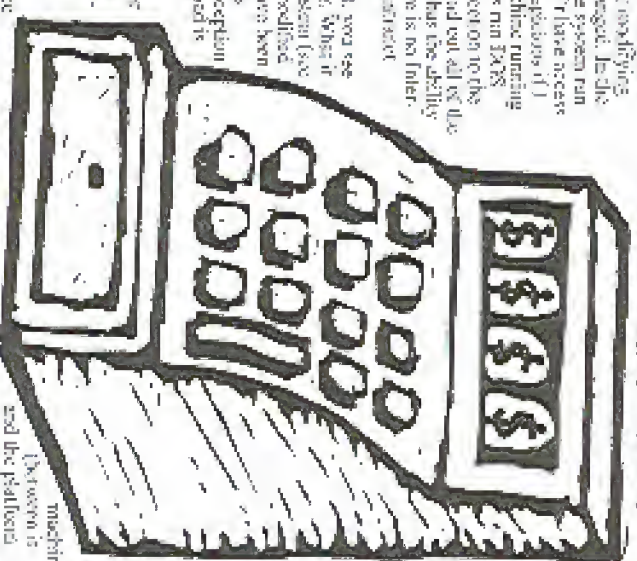
by **Seidler Machine**

To begin with, let me outline the systems I have encountered at Shaw's (the New England supermarket chain). As a reader of our of late, perhaps, I have learned some interesting things. Once in a while, the systems crash and I watch as they start up. This is what I have gathered. The Shaw's cash registers rarely require more than an old 486 running at 100 MHz. It has an AMT6005, but a special keyboard. It has an ethernet connection to a main server somewhere in the building, which is usually in a locked room. You realize that this central machine in a closet in the back room. I have also encountered systems that need to be changed. In the Shaw's that I work at, there is one system running source code of UNIX. It doesn't have access to it locally, and it would have suspension of a shared floating at it and time machine printing NT. The cash registers dependent run 3285. 5, something. Their ethernet connection to the main computer allows them to send out all of the data, and data to be verified and have the ability to replace the local databases. There is no other connection, only the Shaw's Ethernet.

**Cashier Machines**

When you are at the checkout, you see what appears to be a cash register. When it is all actually is an old 586 system (see below). The keyboard has been modified so that all of the standard keys have been replaced with keys functioning as system-restart items, with the exception of a numerical keypad. This keypad is used to code-enter receipts or un-separable items. It can also be used to store the amount of tender which the shopper hands over. In the back, there is the standard retail point setup, which includes a keyboard port. You can plug a 1041 key keyboard into this and play around with it. There are source keys of interest:

- MANAGER** - Manager override (required for night functions such as voids. Located on the bottom right).
- CODES** - used when an item is unscannable or if produce is bought. Located left.
- CHARGE** - used when a person wishes a check. Requires that a Shaw's card has been entered. Top middle.
- CHARGE 2** - same as above but doesn't require a Shaw's card.



**Cash register** - self-explanatory.

**Total** - voids out the order and gives the final amount the customer owes.

**Void** - voids out either an entire order or a selected item. MGR authorization required.

**OFF** - used to activate screens (over the lunch and dinner and the PC). Green.

There is also a Shaw's Charge button, which for all intents and purposes is just cash tender. There is a Scale button somewhere in the set of the tender buttons, which is used to weight items that need to be voided. If you see a check flip back on the left hand side of the keyboard, ignore it. It is being phased out and the keys are not useless. Usually, it goes left on top of the

which codes the receipt, in mass for produce and cigarettes, as well as a selection of grocery items. It's used like this (I'll be logging into shops - @Codes@111). Or you can just scan an item. You can suspend the order by hitting escape keys all in the bottom, the escape keys were wonderful, you take out the last item which self-checkout. Still have some items which you enter a tax (example: printer, which receives the tax on the order. I don't know if this



will accept any old number, but set I remember it (and this is probably wrong). The six employee numbers are six digit long. But I can't remember what you're logged in, which is explained next.

#### Logging In

This requires use of the employee password. You don't necessarily want or even need to have a supervisor login immediately. They all get the same card register screen. The login is the social security number of the employee. You then enter it into the login prompt and get the check register screen, where you can proceed to hit Total and view the contents of the register drawer. To sign on once the SSN is entered, hit the sign on button on the right-hand side of the keyboard. Then you can play around with the PLC codes in the book - just keep in mind that if you hold an order that was never placed, the printer comes up about what it is caused. Not to mention that without a manager override, you cannot take care of anything other than the last item.

#### Another useful keyboard shortcut is shift.

Another useful keyboard shortcut is shift. Check under. This prints out what is entered to as the check report. This is usually a long list containing many credit card numbers and information on checks processed. There is also a check book, usually located on the left-hand side of the machine, hidden from view. It contains double slips, coupons, and the receipt printed at the end of each creditable order. amongst other things. The credit orders have the credit card's signature on them, as well as their entire credit card number. In my experience, the last numeral is in a raised mode and is used to search the new entries how to use the system effectively. It is of relatively little use, as if it has no orders processed in it, unless the store gets really busy.

#### Managerial Functions

Managers SSN's can provide overrides. This is useful when a card needs to be done or something goes wrong with the reader. Usually, you get your clearance and the error will go away, leaving you where you started off. Keep in mind that self-authentication is against system policy, and so if you are using a manager's login for the register itself, you will not be able to do anything with that store manager's SSN. You should obtain a standard cashier's SSN and log in with that. You might also be interested to know that you can void any amount you void by entering the number (voided a period - so \$10.56 would become 10.99). hitting void, register, override, a manager's authentication, and pressing one of the department's (next to the numeric keypad). This means that the drawer will have more money in it than the system thinks it does. You can also enter an amount which as there may have been one of three department functions, which is the same as an item from (void). I think there is a department limit of \$100 on this type of entry, which can be overridden by a manager's (register - cash)

<cont>

#### Logging Out

Hit Shift, until the SSN you need to log in and hit Log Out (this is close to the no right button) and I may have the name of the last person logged in. Alternatively, you can hit Log Out, enter the proper SSN, and hit enter. You must use the same SSN to log out as you logged in on, or you will have an override in a manager's SSN. One more thing to note: if the cashier is logged in at the time you log out, in the system with the same. Same is true vice-versa. Don't log in with someone's SSN and then have that person log in with your user here - they will call a manager, who will have immediately that something is wrong.

The other interesting manager function is to require you to be logged in at all. At the login prompt, simply hit Mark and enter any valid login - it doesn't necessarily have to be a manager's, surprisingly. This will print a receipt on the printer which looks something like this:

```
SSN: 5 (store ID number) (phone number)
+-----+
+---+Manager Function Menu+---+
+---+4.00 SCAN (by number) (date)
+---+10 ACCOUNTABILITY REPORT
+---+20 TOTAL DEPT SALES REPORT
+---+21 OFFLINE DEPT SALES REPORT
+---+25 TOTAL DEPT SALES REP & RESULTS
+---+30 PERMANENT SALES REP & RESULTS
+---+40 LOG ACTIVATION/ALLOCATION FAILURE REPORT
+---+41 FGC ACTIVATION/ALLOCATION FAILURE REPORT
+---+42 RECOVER FGC ACTIVATION REPORTS
+---+50 COMBINED UNRECOVERED ACTIVITY
+---+51 COMBINED UNRECOVERED DEPT SELS
+---+52 COMBINED UNRECOVERED TERM SELS
+---+53 DIVIDED UNRECOVERED ACTIVITY
+---+54 DIVIDED UNRECOVERED CASHIER SELS
+---+55 INDIVIDUAL UNRECOVERED CASHIER SELS
+---+56 UNRECOVERED ACTIVITY CASHIER LIST
+---+57 UNRECOVERED CASH/DEPT CASHIER LIST
+---+58 UNRECOVERED CASH SELS CASHIER LIST
+---+59 RESET UNRECOVERED ACTIVITY
+---+60 RESET UNRECOVERED DEPT SALES
+---+61 RESET UNRECOVERED PERIODIC CASH SALES
+---+62 FORCE RECOVERY OF TOTALS
+---+63 RESET UNRECOVERED JOURNAL LOG
+---+68 ALDET REPORT
+---+80 ITEM ADDITION/CHANGE
+---+81 ITEM TRIP/DAD
+---+82 CLEAR FROM TRIP/DAD QUEUE
+---+83 LIST ITEM TRIP/DAD QUEUE
+---+89 MONITOR MODE
```

Now, most of that list is a total of sales and losses. You might want to check out whether the status of this person's record is, whether it is of less interest than what follows it. After the report is printed, you are given the option of printing one of the commercial listed above. Maybe you want to make the SS entries faster. Well, that would be the setting, but you get the idea. Go to it

interest because once in a while, the store gets you a couple days for a week and motions your drawer. Basically an audit. Give, looking at the list, numbers of not 90 per cent. Try printing those.

#### Do buy something small from a cashier.

Take a look at your register. Their number number should be in it, usually a low digit number located at the bottom of the slip. After, watch when people punch in and out - they use their employee PIN number to do so. This is usually first digit's same and is displayed in their type of log. This can be used to get into the double room manager's and the training computer, no name a couple of ways.

#### Gaining a Valid Login

This could prove more difficult than entering to get that number 5 to watch as the cashier signs on and off. This might be difficult to catch, though, as it only happens once on a while. Here is a trick you might be able to use to your advantage: the little card reader in front can be replaced by pressing the 2 keys on opposite corners of the keypad simultaneously. When this happens, you will no longer be able to enter any credit or other cards, and the employee signs off and back on again. Now, keep in mind that they can enter a credit card by hand and cash does. I used this little trick to make sure they only see the left card you thought, as they cannot enter that by hand. The employee will have to suspend the card reader for a while, which requires a manager override. Also keep in mind that the employee can backspace out the last item, so make sure there are at least two items in your order. Watch carefully as the manager comes over and enters his SSN for the override, and then watch as the cashier signs back on. They are usually very quiet about sign-offs and sign-ons, so you'll have to watch closely.

#### Other Computers

There are two other computers which I feel are worth mentioning. There is one in the back room, used to enter books returns via a scanner (by a youth-system). This computer is not owned by Shaw's, and therefore it is not under their control as far as software is concerned. They rent it from another company. The computer runs Windows 3.11 in the back room and as a job is to have info. About, card use, and a card of any other Windows keyboard shortcut will break out of the book. You can then use the run queue of the program, groups that have deleted to run any command on the computer. Useful commands: window, set, window, command, control, set, set. You get the idea. For a standard Windows 3.11 setting. It also has some interesting stuff in interface for which might be worth taking a look at. There is a dial-up server somewhere on the hard drive which contains every single employee's PIN number, and I think maybe although not so sure on this and their SSNs as well, including all the manager's. There is also a slow motion mouse on the back cover

inner which is used by the company who owns it to override the daily reports etc. The number may be marked on the phone jack that is attached to. The line is again not owned by Shaw's, so you won't be intercepting any company communications. In all the time I've been working at Shaw's, I have only seen that activity once, and that was on a computer.

There is also the training computer for new employees. Ask where the public bathrooms are from any employee - it is likely that the computer will be behind a closed door somewhere near the back. As for the old wall, it is counting how many of the NT. It has the standard Windows protection scheme. However, I don't know as close a look at this computer as I have the others, so I have no idea how to back it or what security software they use. But it is relatively remote and overlooked, and as long as there are no new employees being trained, you will probably not be interrupted while looking at it. There is a training program which outlines new cashiers. Every day you must pass this entire program before they are prepared. I can't remember whether it is the SSN or PIN that is used in log into this computer, but it is one of those. There is a game box set on an old computer which contains all employee SSNs as well, so if you get back to you might be able to get this database. I am not sure whether or not this computer is connected to the main computer, but it seems likely. If you don't want to be interrupted while looking at a computer, this is the one to choose.

There is always the online log. This is no-cessed through one of those black boxes mounted on the walls. Usually, there are three or four of them throughout the store. First one which is in a low-level area and about paying amount with it. The employees 5 digit PINs are used to punch in and out, although the machine will accept any number you give it. If you have a valid employee PIN, you can punch them in or out at your leisure, although they will no doubt notice the on their paycheck, and ask about it. Records are kept in writing on what when an employee comes in and out, so other than being a small bother, this has little effect. Look on the top of the machine. There are five long, grey buttons. The only one which I remember the function of offhand is the one on the far left. Hit this button, then enter an employee PIN. You will get a menu which allows you to recall the punch history, generate other things. Play around with the other buttons on top to your liking.

Note that I do not condone hacking if you are going to steal money or cause problems with Shaw's systems. The employer for whose SSN or PIN you use could get into a lot of trouble, or even jail, if you do not credit yourself. Don't steal money from the drawer. Don't be an idiot. Happy, (and safe) hacking to you all!















# Hacking Free ISPs Using Windump

by DS  
I'm writing this article to prove one rule: It's a bad idea to hard code passwords into software. I've never done it, and I don't know anyone (intelligent anyway) who has. Some computers might consider information in the following article "trick source." Sorry, but you shouldn't have hard coded your new user signing. Perhaps even set up the signon within a tunnel. Please, it's not beyond most concentrators and/or routers that run RADIUS to do such a thing. Limiting that after this article is published, free ISPs will have no choice but to do so, or disable the logins, which, in effect, will ruin millions of CDs into waste.

Anyway, now that I'm done ranting, I need to mention that the information and techniques in this article are for informational and educational purposes only. If some big company/computer comes after you, don't come after me, and don't come after 2600. You have been warned. In fact, if you can't be responsible for using the information contained within this article, stop reading right now.

Still ranting? Good. If you can't have a Windows partition, take care that old 700M hard drive from the closet and dig up that Windows 95 CD from under those stacks of paper. You will need Windows 95/98(2000) installed. I suppose that, in the future, the free ISPs may try and disable the hiding of NDIS to TCP/IP during authentication. There's always the option of using an external modem and capturing the data from the serial port, but that's another topic entirely.

Next, get a copy of windump in. scalled. At the time this article was published, this link was valid: <http://srgroup-sea.zeite.com/windump/>. You will need the NDIS packet cap-

ture driver and the executable. If you run the executable without the driver, your system will blue screen.

Next, log on to the Internet as per normal means. (You do have a legal account, don't you?) Download your favorite free ISP's software. Please be aware that I have personally used this technique on IAP services (AOL/MSN, Excite, etc.). I think they use CHAP. This article is about IAP. So you'll have to download software from perhaps BlueLight.com, or maybe Netcom.

Next, install the free ISP's software. Prepare for the packet capture. Bring up a DOS window. Make a directory for your project so that you can see only the files for this project. Now get ready to startup windump: `c:\dos>windump -s 4096 -w C:\DOS\windump -s 4096 -w packet.dmp`

Don't hit enter yet. Now, start up your free ISP's software and pretend to be a new user. I know some of these software packages require that you sign up on their web page. Ignore the username/password that you've been given and pretend that you received the software in the mail on CD or something. You should go so far as to actually sign up.

Starting up windump is as easy as wishing to the DOS window and pressing enter. When do you start windump, you ask? (Good question. You start up windump when it appears in the calling a local access number to complete a new user sign-up (not the 1-800 number in get the latest list of local access numbers, if your software does anything of the sort). Once you've got the authentication packets and it starts to bring up the user sign-up, you can stop the capture with a Control-C.

You can view the dump in one of

several ways. If you're looking to just try and find the password without any of the technicalities, open the file in a text editor. It'll be very scrambled but you should be able to see the username/password in clear text (in most cases). This will take some guesswork. If you've gotten the username/password and that's all you wanted, you may choose to stop coding at this point. I'm about to go into the technicalities of packet analysis. Perhaps someone will actually go ahead and write a program to automatically snag the username and password out of a PAP packet.

I've used RFC 1334 (PPP Authentication Protocol) as a reference for this project. To get packet data for analysis, run the following command:

```
> analysis.bat  
Now, you may edit analysis.bat to find the packet data for PAP authentication. PAP protocol is specified as 0023. So you're looking for a packet that looks like the following:  
19:29:48:43:47:08:20:35:64:54:24:1:0  
0101 0024 1630 2034 6304 7365 6775 7365  
7240 6470 7376 6366 7761 7908 3464 6638  
8830 4834
```

The above is data for BlueLight.com/Spinsys. Notice the 0023 on the first line that specifies the packet protocol is PAP. I've slightly modified the data, so this will not work if you just try and login without doing this.

How you want to view a hex filename of this is your business. There are many other ways of doing this, but for those of you who have Jitka or not tools on your Windows box, I'll show you how, what I've done.

Make a debug script file called debug.bat with the following hex data (taken from above, just reformatted):  
— hex1a —  
e 0100 01 01 00 24 16 30 30 34 62 6c 72  
65 67 75 73 65

```
e 0110 72 40 64 70 73 70 69 6c 77 61 79  
08 24 6d 6c 38  
e 0120 58 59 48 34  
d 0100  
4  
— end —
```

Execute the following:  
`C:\PAP>debug < debug.txt > plain.txt`  
The file plain.txt will contain the following information:  
1085:0100 01 01 00 24 16 30 30 34  
62 6c 72 65 67 75 73 65  
...\$00thehexase  
1085:0110 72 40 6D 70 73 70 69 6E  
77 61 79 08 34 6D 6C 38  
1@msps.sys:4m8  
1085:0120 58 59 48 34 FE 06 21 D9  
3C 3F 75 16 80 0E 25 D9

XY114...1<?u...>  
First, please note that I've truncated the output, because over half of it isn't part of the packet - it's just data left over in memory.

Now, for the analysis. According to RFC 1334 this is what the packet data means:  
01 - Identifier for "Authenticate Request"  
01 - Unique packet identifier  
00 24 - Length of packet (0x24 = 36 bytes)

16 - Length of peer identification or 0 if none (0x16 = 22 bytes)  
[...] - Next 22 bytes =  
"004bhexase@msps.sys"  
08 - Length of password (0x08 = 8 bytes)  
[...] - Next 8 bytes = "4m8XY114"  
So from this output, we would gather that BlueLight's new user account is as follows:  
(Username: 004bhexase@msps.sys  
Password: 4m8XY114  
(Please remember that I've modified the data for this article and the username/password listed above is not the true account login.

Plug those values back into dialup networking and test it. You should connect clean. Now you can erase the software, but hey, ditch your Windows drive and plug the values back into pppd. Enjoy!







